

ABSTRACT

In a client (16), current position information and predicted future position information for an object that have been generated in another client (16) are received, and estimated current position information for the same object in virtual space are sequentially generated based on these items of information. A game server (12) controls transfer of position information received from non-specified clients to specified clients. Further, at the client (16), in a message input mode, current position information for an object is generated automatically or semi-automatically, and that current position information is transmitted to the game server (12).